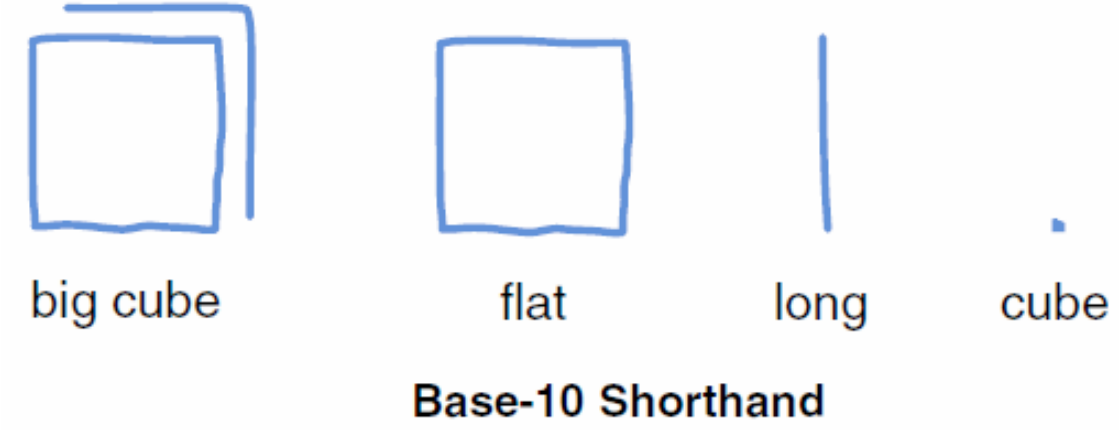
Big Cube – the base-10 manipulative that represents 1,000



Base-10 Shorthand

Make Change by Counting Up – a way to make change by starting at the price of the item purchased and counting up to the amount of money used to purchase the item

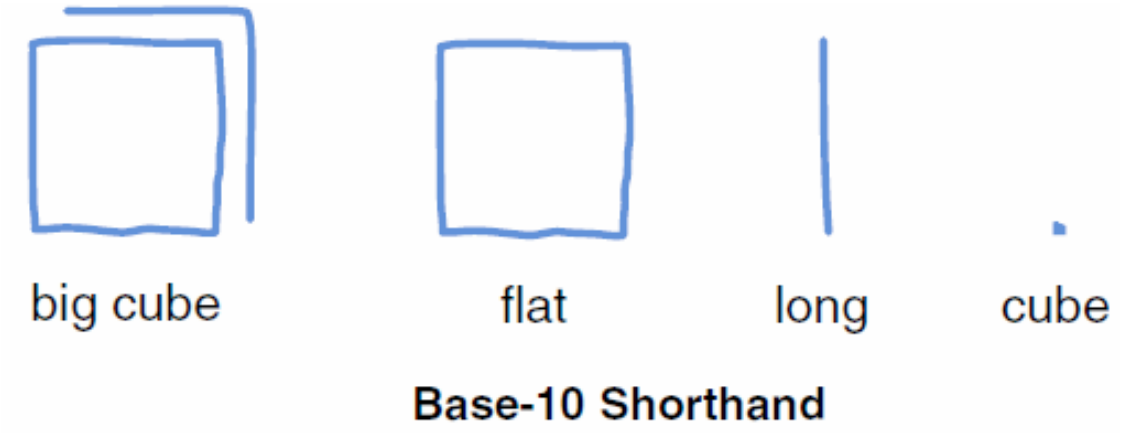
I purchase an orange for 18¢.

I pay with a quarter (25¢).

Make Change by Counting Up:

- **Count up from 18 to 25**
- **19, 20, 21, 22, 23, 24, 25**
- **My change is 7 cents**

Cube/Ones, 1s - the base-10 manipulative that represents 1



Decimal Point – a mark used to separate the ones and tenths places in decimals. Also separates dollars from cents.

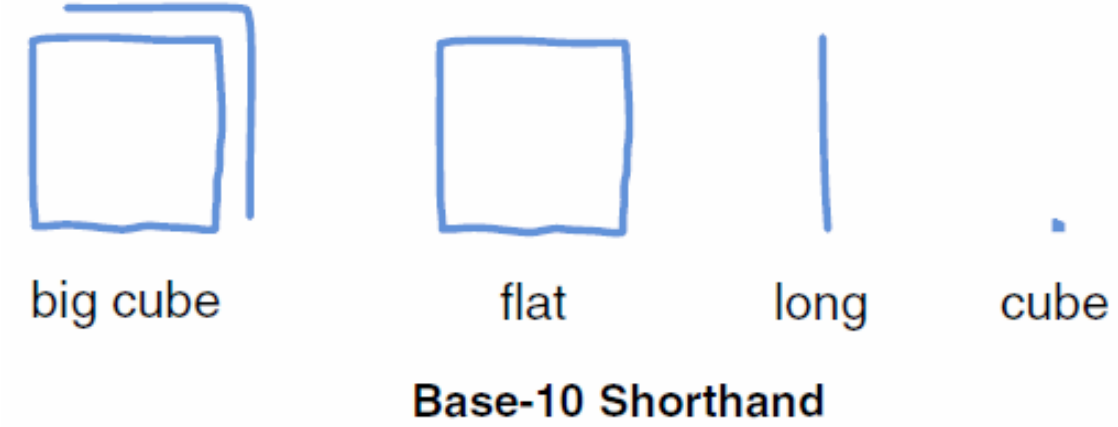
36.753

decimal point

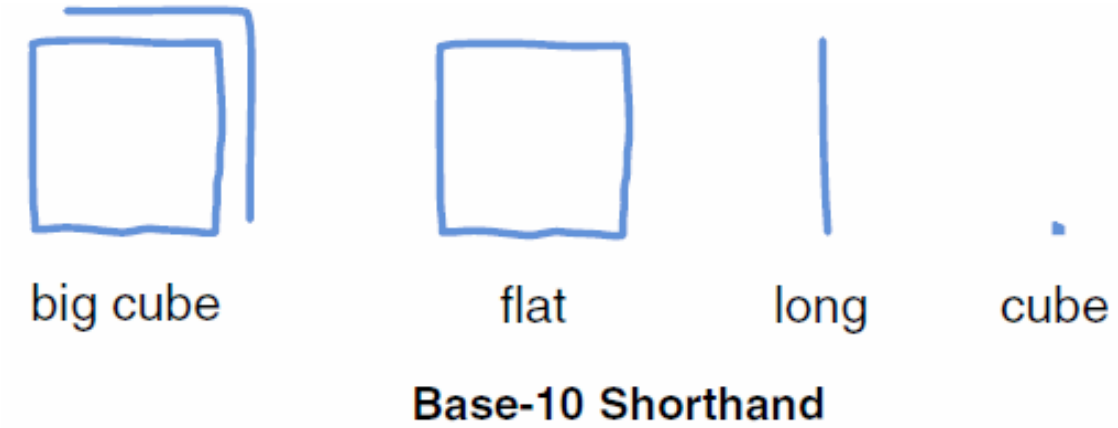
$13.92

decimal point

Flat/Hundreds/100s - the base-10 manipulative that represents 100



Long/Tens/10s - the base-10 manipulative that represents 10



Parentheses – brackets used to set off two or more numbers being added, subtracted, multiplied or divided; in order of operations, expressions inside parentheses are calculated first

( )

Place Value – a system that gives a digit a value according to its position or place in a number; in our standard base-10 decimal system, each place has a value 10 times that of the place to its right and 1 tenth the value of the place to its left

Millions	, Hundred-Thousands	Ten-Thousands	Thousands	, Hundreds	Tens	Ones

Ten-thousands/10,000s - in our base-10 system, the place that represents 10 thousands

Millions	Hundred-Thousands	Ten-Thousands	Thousands	Hundreds	Tens	Ones

Thousands/1,000s - in our base-10 system, the place that represents 10 hundreds

Millions	Hundred-Thousands	Ten-Thousands	Thousands	Hundreds	Tens	Ones